**Onirax scaling document:**
**Onirax scaling follows the same principles PA does.**
**The only difference is there are points on Realisticness which are differentiated.**
**Also, If the feat itself has psychology implemented in it, And the psychology isn't related to any unrealistic aspects and or ideas that feat is accepted as Realistic. Even if the premise around the Psychology is Unrealistic. (Death note mind games) (The premise is Unrealistic, The mind games are Realistic)**

**If a character displays an unrealistic Feat:**

**That Feat is either:**

**1. Ignored completely. (Completely unrealistic) (100%)**
**2. Given way less credit than what it is given. (Unrealistic) (80%)**
**3. Given slightly less credit than what it is usually given. (Remotely Unrealistic) (50%)**

**Completely Unrealistic: (100% Feat Disqualification)**
When a character displays a feat that is coherently and completely unrealistic, by the basic laws of physics, mathematics and generally every law we accept as true in realistic society.
**Example: Sora from NGNL (Chess game with god feat)**

**Unrealistic: (80% Feat Disqualification)**
When a character displays a feat that can not be possible based on Realistic world laws and concepts. Either regarding psychology, human limits. etc..
**Example: Ayanokoji's WMI and PSI**

**Remotely Unrealistic: (50% Feat Disqualification)**
When a character displays a feat that could still arguably be unrealistic, but also has SOME real world implications that could link it back to being realistic.
**Examples: Afton's EM feat. (Managing his emotions for 30 years)**

**Minor thing to point out, If the character displays an unrealistic Feat, only that specific feat is accounted for, It doesn't instantly disqualify the character. It only disqualifies that specific feat from being used in Onirax scaling. Not the character itself.**

**The main reason this scaling was created, Was because in my opinion, Unrealistic Characters and Realistic Characters being scaled in the same way doesn't seem fair.**
**For example, How could a character like PJ beat Ayanokoji in PSI?**
**Not possible, as PJ has displayed REALISTIC PSI feats, Meanwhile Koji's PSI displays Unrealistic feats which aren't backed by any Realistic Concepts.**
**Seems completely unfair for PJ.**

**Another reason for creating this document. If you scale Unrealistic Feats of Characters, There's no reason why you wouldn't scale omniscient characters.**
**As both are the same in the aspect of Unrealisticness.**
**Let me elaborate.**
**A Is Koji's WMI.**
**B Is Omniscient Characters.**
**A Is Unrealistic According to Human Limits, Mental boundaries.**
**B Is Unrealistic In the same way.**
**You cannot scale A without scaling B.**
**Meanwhile in normal PA, Omniscient Characters aren't scaled, and Koji's WMI is.**
**Which is why I created Onirax scaling. So that every character has an even playing field.**
**And no character is carried by Unrealistic feats.**

**One more thing to point out. VSI feats are realistic as long as you use common sense, Could a human theoretically visualize that?**

**One last thing, This doc serves to inform people on how I personally scale characters. Not to change anyone's opinions. Just so people can understand my takes better. Obviously you can use this scaling if you believe it's better than what you are currently using.**

**This doc is different than Stop Scaling, as it keeps in consideration Narrative and Off-Screen feats.**

**This doc also does NOT keep in consideration statements.**